Designing TCP/IP Internetworks (Bandf - Computer Science)

Geoff Bennett

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Designing TCP/IP Internetworks Geoff Bennett Disks Included Thousands of companies around the world are linking remote business sites into integrated wide area networks (WANs) — confronting network designers with questions and concepts far more complex than those posed by a single-campus LAN. Why is TCP/IP the most popular protocol for WANs today? How do you make the best use of precious bandwidth on leased WAN lines? Which LAN technologies should you install — and how will these environments interface with the WAN? What's the difference between routers and bridges, and when is it appropriate to implement each device? And how on earth are you to get a clear definition — and consensus — about the level of service that your internetwork should provide to dozens, perhaps hundreds, of individual departments and workgroups? In Designing TCP/IP Internetworks, Geoff Bennett, a senior product manager for one of the premiere manufacturers of internetworking devices, answers all these questions and more, with a common-sense perspective and in-depth expertise. He begins with the basics of network design — and spells out the documentation network designers need to focus their efforts on and work effectively with users throughout the organization. Bennett goes on to offer a practical, fast-paced overview of the Internet, TCP/IP, and the OSI network model, the builds on this foundation to detail the many different factors that can affect internetwork performance and reliability. He also delves into the details of network management, network security, and network resilience, to ensure that the architecture you create today serves your organization in the years ahead. Added Value! Readers can gain graphic understanding of the key points covered in the book by accessing the accompanying disks which provide tutorials in PowerPoint format. The bonus PowerPoint viewer makes it easy for PC users to apply the tutorials. Mac users require access to Microsoft PowerPoint 3.0, or higher, in order to fully utilize this package. Microsoft PowrePoint is a trademark of Microsoft Corporation.

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